SPORTS TEAM

4010 Randolph Road Silver Spring, MD 20902 240-777-6828/FAX # 240-777-6818

SPRING 2015 MEN's 50+ TUESDAY NIGHT SOFTBALL LEAGUE - A DIVISIONS

TEAM #	TEAM NAME	MANAGER'S NAME	PHONE #	E-MAIL
A1	GAITHERSBURG RENTAL	ROBERT CHISWELL	240-426-8240	r.chiswell@comcast.net
A2	SPICER'S	RAY WIMBROUGH	301-943-6896	ray.wimbrough@montgomeryc ountymd.gov
А3	MICHAEL & SONS	KEVIN PAYNE	301-881-3993	kdp21@verizon.net
A4	Cougar's	GLENN MONROE	443-463-2207	gmonroe@hdgllc.net
A5	GRIM REAPERS	ALAN CHIOGIOJI	301-570-2850	al@meleassociates.com

SECOND TEAM LISTED IS HOME TEAM FOR 1ST GAME AND SUPPLIES EXTRA HOME PLATE AND MAT

Tuesday, April 22, 2015 (Prelim. Team Roster Due) Tuesday, June 9, 2015 6:00/7:00 p.m. A3 v A4 Olney #3 6:00/7:00 p.m. A4 v A1 Olney #3 8:00/9:00 p.m. 8:00/9:00 p.m. A1 v A2 A2 v A5 Olney #3 Olney #3 Bye A5 Bye А3 Tuesday, April 28, 2015 Tuesday, June 16, 2015 6:00/7:00 p.m. A2 v A3 Olney #3 6:00/7:00 p.m. A4 v A5 Olney #3 8:00/9:00 p.m. 8:00/9:00 p.m. A1 v A5 Olney #3 A3 v A1 Olney #3 Α4 A2 Bye Bye Tuesday, May 5, 2015 Tuesday, June 23, 2015 6:00/7:00 p.m. A2 v A5 Olney #3 6:00/7:00 p.m. A2v A4 Olney #3 8:00/9:00 p.m. A1 v A4 Olney #3 8:00/9:00 p.m. A3 v A5 Olney #3 Bye А3 Bye Α1 Tuesday, May 12, 2015 Tuesday, June 30, 2015 6:00/7:00 p.m. A4 v A5 Olney #3 6:00/7:00 p.m. A4 v A3 Olnev #3 8:00/9:00 p.m. A3 v A1 Olney #3 8:00/9:00 p.m. A2 v A1 Olney #3 Bye A2 A5 Bye Tuesday, May 19, 2015 Tuesday, July 7, 2015 6:00/7:00 p.m. A5 v A3 Olney #3 6:00/7:00 p.m. A5 v A1 Olney #3 8:00/9:00 p.m. A4 v A2 8:00/9:00 p.m. A2 v A3 Olnev #3 Olney #3 Bye Bye Tuesday, May 26, 2015 Tuesday July 14, 2015 A2 v A1 Olnev #3 6:00/7:00 p.m. A5 v A4 Olney #3 6:00/7:00 p.m. 8:00/9:00 p.m. A3 v A4 Olney #3 Bye

Tuesday, June 2, 2015 (Final Roster Due June 7)

Α4

A3 v A2 Olney #3

A5 v A1 Olney #3

6:00/7:00 p.m.

8:00/9:00 p.m.

Bye

MCRD Inclement Weather #: 240-777-6889

League Director: Trish Gill 240-777-6828
Email: trish.gill@montgomerycountymd.gov
League Commissioner: Paul Jarosinski
Email: over50scores@verizon.net